<u>**AMENDMENTS TO THE CLAIMS:**</u>

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently amended) A method for facilitating participation in a gaming activity~~that includes at least a standard gaming activity and at least one bonus activity~~, comprising:

<u>presenting a gaming activity that includes at least a primary gaming activity in</u> <u>which a first portion of player assets are wagered and at least one bonus activity, the at least</u> <u>one bonus activity enabled upon occurrence of a game event in a grid during the primary</u> <u>gaming activity</u>

receiving an indication to trade player assets for altering the odds of <u>occurrence of</u> <u>the game event in the grid that enables the</u> ~~receiving~~ at least one bonus activity ~~without the~~ ~~trade affecting payout odds of the standard gaming activity~~;

receiving an identification of a trade value offered by the player, wherein the trade value comprises at least a <u>second</u> portion of the player assets;

executing the trade by accepting the trade value offered by the player, and in response altering the odds for <u>occurrence of the game event in the grid during the primary</u> <u>gaming activity</u> ~~providing bonus activity to the player~~ relative to odds for <u>occurrence of the</u> <u>game event in the grid</u> ~~providing bonus activity to the player~~ during the ~~standard~~ <u>primary</u> gaming activity <u>without the second portion of the player assets being traded</u>; and

presenting the player with a chance to participate in the bonus activity at the altered odds<u>, wherein at least one of presenting the gaming activity, receiving the indication,</u> <u>receiving the identification, executing the trade, and presenting the player with the chance is</u> <u>implemented at least in part using a circuit</u>.

2. (Currently amended) The method as in Claim 1, wherein altering the odds for <u>occurrence</u> <u>of the game event</u> ~~providing bonus activity to the player~~ comprises increasing the odds for <u>occurrence of the game event</u> ~~providing bonus activity to the player~~ relative to odds for

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occurrence of the game event without the second portion of the player assets being traded ~~providing bonus activity to the player during the standard gaming activity~~.

3. (Original)   The method as in Claim 2, wherein presenting the player with a chance to participate in the bonus activity at the increased odds comprises presenting the player with a direct chance to participate in the bonus activity otherwise independent of the standard gaming activity.

4. (Currently amended) The method as in Claim 2, wherein presenting the player with a chance to participate in the bonus activity at the increased odds comprises increasing the odds of reaching the bonus activity in connection with participation in the ~~standard~~ primary gaming activity.

5. (Original) The method as in Claim 1, wherein receiving an indication to trade player assets comprises receiving a player request initiated by the player.

6. (Currently amended) The method as in Claim 5, wherein receiving a player request initiated by the player comprises receiving a player request initiated by the player in response to a predetermined occurrence of the ~~standard~~ primary gaming activity.

7. (Original)   The method as in Claim 5, wherein receiving a player request initiated by the player comprises receiving an unsolicited request by the player to trade player assets for the altered odds for participating in the bonus activity.

8. (Currently amended) The method as in Claim 1, wherein receiving an indication to trade player assets comprises receiving an automatic request initiated via the ~~standard~~ primary gaming activity upon an occurrence of one or more predetermined events.

9. (Original)   The method as in Claim 1, further comprising presenting a selectable option to trade player assets for altered odds of participating in bonus activity, and wherein

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receiving an indication to trade player assets comprises receiving an indication of the option selected by the player.

10. (Currently amended) The method as in Claim 9, wherein the selectable option is presented upon an occurrence of a predetermined gaming activity event of the ~~standard~~ primary gaming activity.

11. (Currently amended) The method as in Claim ~~10~~ 1, wherein the ~~predetermined gaming activity~~ game event in the grid comprises presentation of a predetermined symbol combination in a slot game.

12. (Currently amended) The method as in Claim 10, wherein the predetermined gaming activity event comprises a double-up feature associated with the ~~standard~~ primary gaming activity.

13. (Original) The method as in Claim 1, further comprising correlating the trade value with altered odds of an appropriate bonus event, and wherein presenting the player with a chance to participate in the bonus activity comprises providing a bonus event at the altered odds corresponding to the offered trade value to the player.

14. (Original) The method as in Claim 1, wherein receiving an identification of a trade value comprises receiving a trade value identified by the player.

15. (Original) The method as in Claim 1, wherein receiving an identification of a trade value comprises automatically receiving a predetermined trade value.

16. (Currently amended) The method as in Claim 1, wherein the primary game is initiated at least in part based on the wagering of the first portion of player assets, and wherein include any one or more of credits presently subject to a winning payout based on an outcome of the primary game are wagered in the at least one bonus activity, credits already

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~~accumulated through prior winning payouts, and credits accumulated through input of new player assets.~~

17. (Original) The method as in Claim 1, further comprising presenting a plurality of bonus activities to the player from which the player may select, and wherein presenting the player with a chance to participate in the bonus activity comprises presenting the player with a chance to participate in the selected bonus activity or activities.

18. (Currently amended) A method for facilitating participation in a gaming activity ~~that includes at least a standard gaming activity and at least one bonus activity,~~ comprising:

receiving an indication to trade player assets for an increased chance <u>of occurrence of an event in a play area in a primary gaming activity that triggers an award</u> of ~~being awarded~~ a bonus activity relative to the chance of <u>occurrence of the event in the play area without the player assets</u> being traded ~~awarded the bonus activity during participation in the standard gaming activity without the trade affecting payout odds of the standard gaming activity~~;

receiving an identification of a trade value offered by the player, wherein the trade value comprises at least a portion of the player assets; and

executing the trade by accepting the trade value offered by the player and presenting the player with the increased chance of being awarded the bonus activity <u>through increasing the odds of occurrence of the event in the play area during the primary gaming activity, wherein at least one of receiving the indication, receiving the identification, and executing the trade is implemented at least in part using a circuit</u>.

19. (Currently amended) The method of Claim 18, wherein presenting the player with the increased chance of being awarded the bonus activity <u>through increasing the odds of occurrence of the event</u> comprises presenting the player with a direct chance to participate in the bonus activity otherwise independent of participation in the ~~standard~~ <u>primary</u> gaming activity.

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20. (Original) The method of Claim 19, wherein presenting the player with a direct chance to participate in the bonus activity comprises presenting the player with a direct chance having odds dependent on an amount of the trade value offered by the player.

21. (Currently amended) The method of Claim 18, wherein presenting the player with the increased chance of being awarded the bonus activity comprises presenting the player with increased odds of reaching the bonus activity in connection with participation in the ~~standard~~ primary gaming activity.

22. (Currently amended) The method of Claim 21, wherein presenting the player with increased odds of reaching the bonus activity through increased odds of occurrence of the event comprises presenting the player with increased odds of occurrence of the event dependent on an amount of the trade value offered by the player.

23. (Original) The method of Claim 18, further comprising providing a payout result corresponding to a result of the player participation in the bonus activity.

24. (Currently amended) The method of Claim ~~23~~ 18, wherein the event that triggers the award of the bonus activity comprises presentation of one or more particular symbols, and wherein the trade of the assets increases the probability of selection of the particular symbols for presentation in the play area ~~providing a payout result comprises providing a winning payout result quantity dependent on the trade value offered by the player~~.

25. (Currently amended) The method of Claim ~~23~~ 18, wherein the primary game is initiated at least in part based on a wager of player assets, and wherein assets won by the player based on the outcome of the primary game are placed at stake in the bonus activity ~~providing a payout result comprises providing winning payout results having a frequency dependent on the trade value offered by the player~~.

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26. (Original) The method of Claim 18, wherein accepting the trade value offered by the player comprises accepting the trade value offered by the player if the trade value conforms to one or more trade acceptance rules.

27. (Currently amended) The method of Claim 18, wherein the ~~standard~~ primary gaming activity comprises a slot game comprising one or more slot game paylines, and wherein at least some player assets are wagered in the primary gaming activity.

28. (Currently amended) A method for participating in a gaming activity having at least a standard mode of play and a bonus mode of play, comprising:
    participating in ~~the~~ a standard mode of play in a game grid and placing wagers in connection with the participation in the standard mode of play;
    initiating a trade of gaming assets for an increase in the odds of occurrence of a game event in the game grid during the standard mode of play that enables ~~engaging in~~ at least one bonus event associated with ~~the~~ a bonus mode~~, wherein the trade does not affect payout odds of the standard mode of play~~;
    identifying a trade amount from the participant's gaming assets in which to trade for the increased odds of occurrence of the game event in the game grid that enables ~~engaging in~~ the bonus event; and
    surrendering the trade amount in return for receiving the increased odds of occurrence of the game event in the game grid during the standard mode of play that enables ~~engaging in~~ the bonus event, wherein at least one of initiating the trade, identifying the trade amount, and surrendering the trade amount is implemented at least in part using a circuit.

29. (Currently amended) The method of Claim 28, further comprising participating in the standard mode of play having the increased odds of occurrence of the game event in the game grid that enables ~~engaging in~~ the bonus event.

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30. (Currently amended) The method of Claim 28, further comprising being awarded the bonus event based on occurrence of the game event in the game grid, and participating in the bonus event ~~without resort to the standard mode of play~~.

31. (Currently amended) The method as in Claim 30, further comprising returning to the standard mode of play upon completion of the participation in the bonus event and then enabling the bonus event based on a second occurrence of the game event in the game grid, wherein the odds for the second occurrence of the game event are not increased based on trade of gaming assets.

32. (Original) The method as in Claim 28, wherein initiating a trade comprises initiating the trade in response to an invitation by the gaming activity to initiate the trade.

33. (Original) The method as in Claim 28, wherein initiating a trade comprises choosing to initiate the trade in response to presentation of a selectable option to engage in the trade.

34. (Original) The method as in Claim 33, further comprising happening upon a predetermined gaming result in the standard mode of play which in response presents the selectable option to engage in the trade.

35. (Original) The method as in Claim 28, wherein initiating a trade comprises initiating the trade of the participant's own volition.

36. (Currently amended) The method as in Claim 28, wherein the standard mode of game play is initiated at least in part based on player wager of assets, assets won by the player in the standard mode of game play are placed at stake in the bonus event, and the occurrence of the event that enables the bonus event comprises presentation of one or more particular symbols in the game grid during the standard mode of game play ~~further comprising selecting one of a plurality of selectable bonus events~~.

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37. (Currently amended) A casino gaming apparatus hosting a gaming activity ~~having at least a standard mode of play and a bonus mode of play~~, the casino gaming apparatus comprising:

a user interface to allow player input of a trade notification, while in a ~~the~~ standard mode of play, to trade player assets for an increased chance of occurrence of a game event in a game grid during the standard mode of play that enables ~~of attaining~~ at least one bonus event associated with a ~~the~~ bonus mode of play, the standard mode of game play initiated at least in part based on wager of some player assets ~~wherein the trade does not affect payout odds of the standard mode of play~~; and

a processor configured to execute the trade by accepting a traded portion of the player assets, and in response increasing the odds for occurrence of the game event in the game grid during the standard mode of play that enables ~~the player to attain~~ the bonus event relative to the odds for occurrence of the game event in the game grid during the standard mode of play ~~the player to attain the bonus event in connection with the standard mode of play~~ where no trade is executed.

38. (Original) The casino gaming apparatus as in Claim 37, further comprising a display device to display a video representation of the bonus event during player participation in the bonus event.

39. (Original) The casino gaming apparatus as in Claim 37, wherein the user interface further allows entry of at least a portion of the player assets to allocate to the trade.

40. (Original) The casino gaming apparatus as in Claim 37, wherein the gaming activity comprises any of a slot game, a poker game, or a keno game.

41. (Currently amended) A casino gaming apparatus for participating in a gaming event, the gaming event having an associated bonus activity made available to the player upon particular gaming occurrences of the gaming event, the casino gaming apparatus comprising:

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means for receiving an indication to trade player assets for altering the odds of ~~occurrence of a game event in a game grid in connection with a primary gaming activity, the occurrence of the game event in the game grid enabling a~~ being presented with the bonus activity ~~without the trade affecting payout odds of a standard gaming activity with which the bonus activity is associated~~;

means for receiving an identification of a trade value offered by the player, wherein the trade value comprises at least a portion of the player assets;

means for executing the trade;

means for providing altered odds of occurrence of the game event in the game grid that enables ~~attaining~~ the bonus activity, ~~to the player when~~ wherein the game event can still occur in the game grid to enable the bonus activity without executing the trade but at ~~attaining the bonus activity would otherwise be subject to~~ lesser odds of occurring ~~when available through participation in the gaming event~~; and

means for providing a payout result corresponding to a result of the player participation in an attained bonus activity.

42. (Currently amended) A computer-readable medium having computer-executable instructions for facilitating participation in a gaming activity ~~that includes at least a standard gaming activity and at least one bonus activity~~, the computer-executable instructions performing steps comprising:

receiving an indication to trade player assets for an increased chance of occurrence of a game event in a game grid during a primary gaming activity to award ~~being awarded~~ a bonus activity relative to the chance of occurrence of the game event in the game grid during the primary gaming activity to award ~~being awarded~~ the bonus activity without trade of player assets ~~during participation in the standard gaming activity without the trade affecting payout odds of the standard gaming activity~~;

receiving an identification of a trade value offered by the player, wherein the trade value comprises at least a portion of the player assets; and

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executing the trade by accepting the trade value offered by the player and presenting the player with the increased chance of occurrence of the game event in the game grid during the primary gaming activity to award being awarded the bonus activity.

43. (Currently amended) A method for facilitating participation in a gaming activity event having at least a standard mode of play and a bonus mode of play, the method comprising:

awarding an increase in the odds of receiving a bonus event through player participation in the standard mode of play based on occurrence of a game event in a play area during the standard mode of play;

receiving an indication to trade the awarded increase in the odds of receiving the bonus event for a payout amount; and

executing the trade by disallowing the increased chance of participating in the bonus event, and awarding the payout amount to the player, wherein at least one of awarding the increase, receiving the indication, and executing the trade is implemented at least in part using a circuit.

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